Teak bench

Bench made from teak wood, with slotted pieces for the seating surface creating an organic oval shape. The slotted pieces have rounded edges for comfort purposes. This piece was made during a spatial dynamics class during my freshman year at the Rhode Island School of Design.

Carto

When the two pieces are together, it functions as a sculpture. When it is taken apart, it becomes two functional pieces of furniture; a side table as well as a chair. The side table has a plexi glass top that reflects the overall organic shape of the piece and provides a glimpse into the interior organic structure. The stool is designed in a way so that it can be used from either side. Each piece is consisted of 100 cardboard layers, for a combined height of 34 inches. The two furniture pieces are finished with plywood on both sides.

Fine arts

This is a collection of mixed media work made during my second semester of my foundations drawing class. This series is made up of charcoal figure drawings and sculptures made from cardboard, string and paper.

Processing on paper

Mixed media series made from ink, paint, burnings, and other tools during foundations design class. The project began by using processing software to create digital graphics. Afterwards, we took those pieces as inspiration to create our own static compositions on paper.

Portable seating

This is a piece of an inflatable furniture collection made during a Design Principles course. The idea behind it was to create something that was comfortable and easy to use as well as portable. After many iterations and models, we decided upon a shape that would allow for both upright seating and lying down.

CSP \*\*\*

During my Junior, I partnered with a classmate, Kalil Grinberg, to design and fabricate a 70cc campus commuter bike as an independent project.

With no prior bike-building experience, we began our project with 5 weeks of research regarding bike building, frame geometry, and familiarizing ourselves with the language of motorcycles. We then proceeded to sketch out ideas, and then turned those ideas into rough mock-ups to get an idea for the overall look of the bike.  We chose a 70cc engine, which made it easy to work on without an engine hoist, and made the finished bike light and compact. We considered the design of the fuel tank, and realized that it would add visual clutter to bike.  Realizing we could simplify our design by building the fuel tank into the frame, we created a tank underneath the seat. The finished bike incorporates a playful color palette, that speaks to the DIY nature of the project and unconventional design elements. https://www.designboom.com/design/caspar-nagel-kalil-grinberg-commuter-bike-usa-06-26-2017/

Soft chair

Soft chair made during a chair design advanced studio. I began this process by making many test models and sketches. I familiarized myself with sewing and upholstery and explored different forms of attachment between metal and fabric. My finished design was a sling upholstery chair, made from heavy duty canvas and filled with polyester filling. The frame is made from steal tubing and contains slots that allow for the fabric to slide into it. My reasoning behind this was so that the seat could be interchangeable and the chair could be easy to take apart.

Rigid chair

Rigid chair made of steel tubing and sheet metal. I began my process by first making a comfort model out of wood to figure out things like dimensions and angles. I then moved onto making many smaller scale models, exploring sheet metal, tubular bending, and welding (both Tig and Mig), and making digital iterations in Rhinoceros. After deciding on a final design, I began work on my last model.

Enno

During a typography and branding class, I decided to create a brand around myself. Through this I created a logo, animation, stationary set, poster and more. First, you will see sketches, iterations, and a more abstracted version of the brand that was created during my process. At the end, you will find a book of my final brand.

Abstract approach and formal approach